

MODEL 63-006

SEGA®

63006011WTIE-01

SONIC® 3D BLAST®

ELECTRONIC LCD GAME

TIGER



"FLICKY ISLAND UNDER SIEGE!"

Sonic and his friends are off to visit the mysterious Flicky Island. According to legends, the island contains precious gems - among them the Chaos Emeralds. Sonic must find the animals called Flickies, who hold the key to finding the gems. Flickies are seen only rarely, and it is said that their existence is tied closely to the location of the Chaos Emeralds.



Meanwhile, Dr. Robotnic has hatched a new scheme. His target this time is Flicky Island. He has detected the presence of Chaos Emeralds on the island. Upon arriving there, Robotnic immediately starts setting up defenses, and begins building the various machines he loves so much. But Robotnic needs to find the Flickies to place inside his robots. Suddenly, in the distance he sees a bright shiny Big Ring appear. A flock of Flickies fly out of the ring, perch on a tree branch, pick up some food, and then disappear into the Big Ring again. "So they live in another dimension, do they? Hah! I've found the secret of the Flickies!"

The Flickies travel freely between dimensions using the Big Rings! Without wasting any time, Robotnic develops a new device: the

Big Ring Generator. He captures Flickies from the Flicky dimension using his new device, and begins turning them into robots. Later on, Sonic and his friends arrive at the island, to find the place in pandemonium.

Sonic sees the crazed doctor, busy placing the Flickies into his robot shells. "Robotnic!"

"Sonic? Again? Well, no matter. With the robots I've created using the Flickies, you'll never be able to stop me! At last I'll be free to find all the Chaos Emeralds and rule the world!" Sonic realizes that he must save the Flickies by freeing them and sending them back through the Big Ring gates. More importantly, Robotnic must not be allowed to find the Chaos Emeralds first. Time to go Sonic!

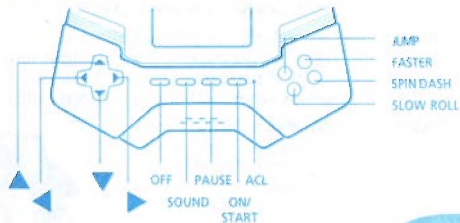




"FREE THE FLICKIES!"

Robotnic has imprisoned the peaceful Flickies inside beastly robot slaves, placed throughout Flicky Island to guard against intruders and to look for the Chaos Emeralds. Guide Sonic through Flicky Island, free the Flickies, enter Tails Bonus Areas to collect the Chaos Emeralds, and above all else - stop Robotnic. If you can complete all 7 stages of play, you will defeat Robotnic and WIN the game!

"IT'S TIME TO GO SONIC!"



ON/START

- to turn on the unit.
- to start the game.
- to start each stage.
- to exit pause.

PAUSE SOUND OFF

- to pause the game.
- to control sound: on or off.
- to turn off the game.
(The game also shuts off automatically after three minutes of no action!)



JUMP**FASTER****SLOW ROLL**

- to make Sonic jump.
- to make Sonic move faster.
- to make Sonic "Slow Roll"
(keeps you moving on a straight line even on angled surfaces. Use the Slow Roll to collect Rings when walking is too difficult.)

SPIN DASH

- to make Sonic "Spin Dash".
(Use your "Spin Dash" to spin into Robotnic's robots to break them open and release the Flicky inside!)



"▲"

"▶"

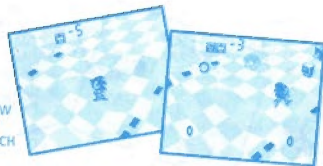
"▲"

"▼"

- to move left.
- to move right.
- to climb up.
- to climb down.
- to reset the game
if your unit malfunctions.

ACL

Press the ON/START button to turn on the unit.
Then press the ON/START button to begin each stage.



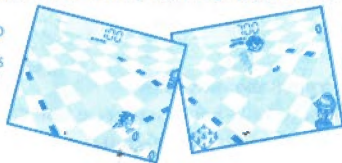
THE TOP INDICATOR
WILL SHOW YOU HOW
MANY FLICKIES YOU
NEED TO SAVE IN EACH
STAGE!

SONIC GAINS ONE
CONTINUE AFTER
COLLECTING 3 SONIC
ICONS.

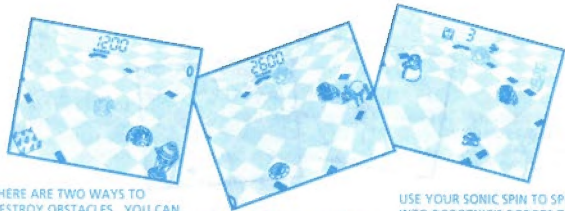
You start the game with three LIVES and no CONTINUE. You can gain up to nine lives and you can increase the number of continues up to three. If you lose all your Sonics, a timer appears and begins counting down! Press the START button before the timer reaches zero to continue where you left off! You begin playing at the beginning of the stage you were playing when you ran out of lives!

You gain an extra life for every 100 rings you collect!

THIS IS A 3D GAME - SO
USE YOUR FOUR
DIRECTIONAL BUTTONS
("◀", "▶", "▲", "▼")
TO GO FORWARD IN
FOUR DIRECTIONS!



OBSTACLES
APPEAR FROM ALL
DIRECTIONS!
JUMP UP TO
DODGE THEM!



THERE ARE TWO WAYS TO DESTROY OBSTACLES. YOU CAN ACTIVATE YOUR "SLOW ROLL" AND THEN PRESS A DIRECTIONAL BUTTON....

...OR USE YOUR "SPIN DASH" AND THEN PRESS A DIRECTIONAL BUTTON.

USE YOUR SONIC SPIN TO SPIN INTO ROBOTNIC'S ROBOTS TO BREAK THEM OPEN AND RELEASE THE FLICKY INSIDE!

Free a Flicky and run past it to get its attention. The Flicky then starts to follow you obediently. Keep an eye on Flickies though. They have a tendency to scatter when you or they are hit by enemies!

Collect RINGS!

Rings will:

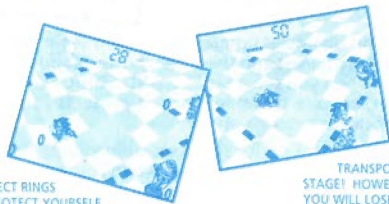
- protect you from Robotnic's traps
- gain you access to Tail's bonus stages (to find Chaos Emeralds!!)
- and to gain Bonus Points from each stage in the game.



- At certain points on Flicky Island, you can find BIG RINGS, which are the door to the Flicky Dimension! Spin up and grab the Big Ring whenever you're leading Flickies, and put them safely back in their dimension, out of the hands of the fiendish Dr. Robotnic!

Collect CHAOS EMERALDS!

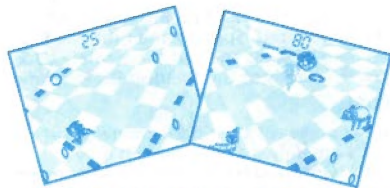
Dr. Robotnic wants to use the power of the Chaos Emeralds to gain control over the world. The only way to stop him is by getting to the emeralds first! Once you have collected 50 or more Rings, look around for Tails, who can transport you to the bonus stage. At the end of the bonus stage, you can find Chaos Emeralds!



COLLECT RINGS TO PROTECT YOURSELF AGAINST ROBOTNIC'S TRAPS!

ONCE YOU COLLECT 50 OR MORE RINGS, LOOK AROUND FOR TAILS. MOVE DOWN TO TOUCH TAILS - AND HE WILL

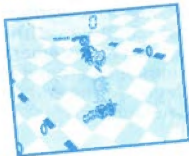
TRANSPORT YOU TO THE BONUS STAGE! HOWEVER, IF YOU IGNORE TAILS, YOU WILL LOSE YOUR OPPORTUNITY TO ENTER THE BONUS STAGE AT THIS TIME!



IN THE BONUS STAGE, PICK UP AS MANY RINGS AS YOU CAN BEFORE THE TIMER EXPIRES!

SPIN UP TO TAKE BIG RINGS WHEN THEY APPEAR. ONE BIG RING COUNTS THE SAME AS 10 SMALL RINGS.

WHEN YOU ARE ATTACKED BY OBSTACLES, YOU LOSE ALL THE RINGS YOU ARE CARRYING! WHEN YOU ARE ATTACKED AGAIN, YOU LOSE A LIFE. LOSE ALL YOUR LIVES AND IT'S GAME OVER!



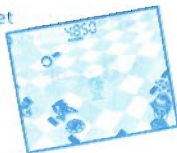
Acquire SHIELDS!

Shields will protect you against damage. When you see a SHIELD FLASHING ON SCREEN, acquire it and the shield protects you against damage four times. When you see a SHIELD AND SONIC FLASHING ON SCREEN together, acquire this shield and it protects you from damage for two seconds.

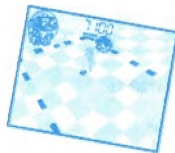
If you want to regain control on icy surfaces, simply jump up and land in place. All your momentum disappears when you land. It also may seem obvious, but watch where you are going. There's danger around every corner, and a little too much speed can lead to a big tragedy!

As you play, look for hidden doorways and secret passages throughout Flicky Island. Extra lives, Shields, and Rings can be found if you look hard enough!

THERE ARE HIDDEN PASSAGeways ON THE FLOOR. COME DOWN TO THE HIDDEN PASSAGeway! ONCE YOU APPEAR ON THE SCREEN AGAIN, YOU WILL HAVE TRANSFERRED TO THE OTHER SIDE OF THE PASSAGeway. LOOK AT ALL THE RINGS EVERYWHERE!



After you collect 50 rings in stages 1-6, Tails will appear. Move down and touch Tails in order to enter the bonus round to pick up more rings. If you don't touch Tails, he will disappear - and so will your chance to enter the bonus round at this time.



You can press the PAUSE button to pause the game - and the START button to continue play. Press the START button to begin each new stage.

IF YOU CAN SAVE ALL THE FLICKIES IN TIME, YOU WILL SEE DR. ROBOTNIC APPEAR IN HIS ROBOT SHELL AT THE END OF THE STAGE!

Remember that your unit has a CONTINUE feature — and you press the START button after you lose all your lives to activate the continue feature before the "continue countdown" expires!

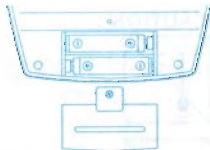
"EARN WHILE YOU BURN ROBOTNIC!"

- 10 POINTS** — for collecting regular rings.
(in regular and bonus play)
- for collecting regular rings (in bonus play)
- for each robot you defeat
(and each Flicky you save) in stages 1-3.
- 20 POINTS** — for each robot you defeat
(and each Flicky you save) in stages 4-5.
- 30 POINTS** — for each robot you defeat
(and each Flicky you save) in stages 6-7.
- 50 POINTS** — for collecting big rings.
- 100 POINTS** — for collecting Chaos Emeralds.
- 300 POINTS** — for defeating Robotnic.

SONIC gains one continue after collecting 3 Sonic Icons.

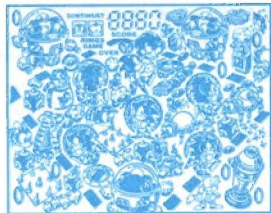
INSERTING THE BATTERIES

Remove the screw in the battery compartment door located on the back of the unit. Insert two "AAA" batteries, LR03 or equivalent (not included), making sure to align "+" and "-" as shown. Close battery compartment and replace screw.

**TO ENSURE PROPER FUNCTION:**

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

ACL BUTTON : After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$10.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreason-able use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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